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# Eishe of Vicovaro



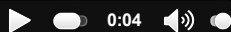
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*"Magic comes as naturally to me as breathing. I am a vessel of Chaos. You will regret betraying me."*

—Eishe of Vicovaro, Lady of Steel



**Eishe** (pronounced I-Shay) **Ulverson of Vicovaro**, "*The Lady of Steel*", or simply **Eishe**, was an Aedirnian born mage who had been kidnapped in her youth, enrolled in Gweison Haul, and ended up serving as a court mage in the Duchy of [Vicovaro](#). She was an active member of the court until the empire turned on her forcing her to flee northward. She later would return to the Nilfgaardian Empire with her siblings and an imperial pardon granted directly from the Emperor himself.


## Eishe of Vicovaro



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## Biographical Information

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<b>Born</b>	8th February 1121 (Six days after the holiday of Imbaelk)
<b>Birthplace</b>	Hoarton, Aedirn
<b>Physical Description</b>	
<b>Race</b>	Human (Formerly)  Mage (Currently)
<b>Gender</b>	Female
<b>Hair</b>	Long and loose dark brown color ( Appearing black when wet )
<b>Eyes</b>	Stormy gray eyes
<b>Skin</b>	Pale
<b>Political Information</b>	
<b>Profession</b>	Alchemist  Mage Court Mage for the Court of Vicovaro (Formerly, and now currently) School Resident Mage and Mutagenic Researcher for the School of the Fox Oneiromancer
<b>Rank</b>	Master Mage Witcher School Resident Mage and Reseracher
<b>Titles</b>	The Lady of Steel
<b>Affiliation</b>	Gweison Haul (Formerly)  Nilfgaardian Empire (Exiled at one point but later pardoned) Vicovaro (Exiled at one point but later pardoned) School of the Fox (Current)
<b>Nationality</b>	By birth Aedirnian By citizenship Vicovarian or Nilfgaardian
<b>Coat of Arms</b>	
<b>Relationships</b>	
<b>Father</b>	Ralluald of Hoarton
<b>Mother</b>	Ugga of Hoarton
<b>Sibling(s)</b>	Taeka (Older sister) (Deceased) Dheiphi (Older sister) (Deceased) Daskel (Older brother) [Bard] (Deceased) Adalwulf of Aedirn (Younger Twin Brother) [Witcher] (Demi-Immortal) Oki (Younger sister) (Deceased)

city of Vicovaro and joins the School of the Fox (1300)	Arrah of Verden (Younger sister) [Mage] (Demi-immortal)
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# Biography

## Early life (1121-1131)

Born to a peasant couple of **Ralluald** and **Ugga** out of seven children out of which three turned out to be **Sources**, **Eishe** herself, her twin brother **Adalwulf** and their younger sister **Arrah**. Born as the third child just before her younger twin **Adalwulf** by a minute, six days after the start of the Imbolc **Savaed** and the holiday of **Imbaelk**. **Eishe** was the third born daughter of the peasant **Ralluald Ulvenson**, she was given a lucky token which she wore on her neck from her parents in hopes that she would grow up beautiful and lucky. For the most part **Eishe's** childhood was fairly normal until at the age of 4 when her father became cursed by a mage and suffered a major psychosis. **Ralluald** became violent, irrational and depressive.

## Eishe's brother is taken away by a witcher (1131)

A ten year old **Eishe** was present when the Witcher came to claim **Adalwulf** because of **Ralluald's** promise. **Eishe** was completely distraught and tore at the Witcher in an attempt to try and save her brother. Her brother calmed her and told her everything would be well. **Ralluald's** relationship with his family was never the same after that. **Adalwulf** walked off with the witcher over the hill. Later that night **Eishe** manifested her powers for the first time telekinetically blasting a boulder in a cave where she had gone to vent her frustration.

## Brought to Gweison Haul (1136)

April 23, Imbolc Savaed. While playing in a field with her younger sister **Arrah**, a deep

reconnaissance Nilfgaardian scouting party happens upon her, not wanting any witnesses to their presence the scouts attempt to kill the girls with arrows, Arrah manifests her powers saving her sister, seeing such a powerful display from the young girl the scouts change their mind to kidnap **Arrah**. **Eishe** fearing losing another family member manifests her powers again paralyzing all the soldiers long enough for **Arrah** to get back to the village and for Uggia to rally the men. **Eishe** loses her grip on one of the soldiers and he knocks her out, the scouts decide to take Eishe instead and retreat back south. **Eishe** is forcibly enrolled at the Imperial Magic Academy or as it is called 'Gweison Haul', to learn to use her magic for the good of the Empire.

## Eishe's Tenure at Gweison Haul (1136-1156)

Eishe spends the next twenty years learning to control and regulate her magic under the strict guard and guide of the soldiers and mages of Gweison Haul, she is afforded bare living conditions and learns to put the good of the Empire before herself. Eishe was trained in the basics of spy work, and developed a skill with disguising herself. She maintained an iron will despite being forced to bend the knee to the Empire, making up for it with loyalty to the Emperor and her handlers. Eishe was assigned a mentor due to her usual level of willpower. Her mentor was a sorceress described by some as 'deceptive', who went by the name of **Corthiva Aep Gledhir** who wore the traditional clothes of the school mages, hated disrespect and who valued their word above all else. **Corthiva** had a hands on teaching style with Eishe, ending up hurting one of Eishe's closest friends while at the Academy a girl by the name of **Ervlee Skistam**.

## Eishe undergoes the magical surgery to remove all her 'imperfections' (1137)

During her first year, Eishe underwent the procedure to fix any imperfections, the school which was already aware of the strength of her Chaos, was already planning on assigning her to a court should she do well thus wanted her not to be an eyesore, like Aretuza at the same time Eishe was also magically sterilized to avoid the unpredictable effects of giving birth to potentially unstable children.

## Eishe is charged with exploring the catacombs (1142)

Eishe was charged with exploring the catacombs of Gweison Haul by her mentor **Corthiva**. Eishe ended up finding a spell scroll for the spell, Essence of Potion in the catacombs of the school. She presented it to her mentor, who saw no reason not to teach Eishe, a useful and for the most part harmless, non-offensive transmutation spell.

## Eishe makes an ally (1145)

Gweison Haul hosted the mage **Xarthisius**, Eishe went out of her way to make friends with the older mage while studying under him, the two become friends.

## Eishe meets Omdal (1148)

August 25. While with her class escorting a detachment of soldiers due to lack of manpower, the group is attacked by bandits, **Eishe** uses her magic alongside **Corthiva** and fights alongside **Omdal of Dol Blathanna** who happens to get caught up in the battle. The bard and the apprentice mage consider each other acquaintances.

## Eishe gains fame by winning a magic duel (1153)

Eishe fought the rather skilled and already graduate mage **Jaffald Aep Lylluhm** in a magic duel over a subject in which Jaffald felt he knew more about and was embarrassed when the still apprenticed Eishe corrected him. For the sake of saving his ego, he called a duel but in the end Eishe came out the victor. He forfeited a Crystal Dog Skull, a useful item which creates a animal of the skull's type that acts as a familiar until its death, but can be restored with a ritual which **Jaffald** also taught her. Eishe decides to name the skull and the dog it form as 'Garm'.

## Eishe's mentor ties in a tragic magical accident (1155)

Eishe's apprenticeship ended badly and prematurely as she watched in horror as **Corthiva**

lost control of their collective magic, while magically tethered to an angry Eische and ended up obliterated herself, that scene made **Eische** very aware of regulating both her anger and her power from then on.

## Eische's final year at Gweison Haul and her graduation (1156)

After the tragic passing of her mentor, Eische was assigned to serve as an assistant for her final year to another teacher at the school, the elven sorceress and future Director of Magic at Gweison Haul, Glynnis var Treharne, who signed off at the end of the year on Eische's graduation and the two became fast friends.

## Eische is appointed to the Vicovaro court (1156)

After finishing her forced education at Gweison Haul and with her various accomplishments under her belt, Eische was awarded a commission as a court mage to the duchy of Vicovaro.

## Eische studies a curse (1167)

Eische began delving into the workings of a particularly vile curse that has been affecting a family for generations. While she was not successful at dispelling it, her findings grant her more insight into the nature of curses.

## Eische gains a familiar (1176)

Eische gained the friendship of an cat (**Aravae**) that follows her everywhere. She has enchanted the cat with unnaturally long life and intelligence.

## Eische studies divination (1182)

Eische spent time delving into the study of divination and clairvoyance. She learned the Oneiromancy Ritual.

## Eische helps her sister Arrah of Verden (1194)

**Eische** receives a job to work with a Verdenian mage on a project for a Nobleman, the mage turns out to be Eische's younger sister **Arrah**. **Eische** helps **Arrah** out in return for a promise of a favor in the future.

## Eische was betrayed by a acquaintance and discovers a portal (1204)

Eische discovered the location of an old elven portal that leads to an old glade in Dol Blathanna, one of her fellow travelers a mage by the name of **Lulbri Aep Brynord** claims the credit for the discovery and tries to get Eische discredited, he succeeds in the first regard less in the second, he is found later that year beaten half to death, he refuses to name his attacker.

## Eische spent the decade practicing battle magic training (1210s)

In secret, over the course of the next decade, Eische trained her body and mind to battle other magic users and resist their power.

## Eische gained a rival and an ally (1226)

Eische embarrassed a Nilfgaardian scholar in front of his posse when he tried to verbally attack Nilfgaardian mage **Fringilla Vigo**, Eische backed her up, gaining an enemy and a friend at the same time.

## Eische takes on an apprentice (1234-1254)

Eische found a young elf descended Vicovarian girl who was gifted with Chaos, **Fopha Brickevrerg**. Fopha came from a tiny but supportive family of Academics. Fopha's magic had developed in the form of a small magical trait and expanded from there. One day Fopha figured out how to perform a small magical effect and she quickly showed it off to her family and friends. At first Fopha's family tried to use Fopha's gift for themselves. Fearing the effect it was having on his family, Fopha's father who knew of Eische through the Court privately contacted her and asked her to take the girl under her wing during her stay at

Gweison Haul. Eische spent 20 years with the girl at Gweison Haul, helping her bring her powers under control and training her to be a mage. After completing her training **Fopha** are in constant communication with Eische and Eische on occasion asks **Fopha** to research magical matters for her,

## Eische owes a favor to the Nilfgaardian noblewoman Iose (1255)

**Eische of Vicovaro** is framed for a crime and now owes a favor to the Nilfgaardian Noblewoman **Iose** after she comes to her aid in her case.

## Eische is temporarily reunited with her long-lost twin brother (1260)

A member of the Vicovaro court Viscount **Raldages Aep Menwim** issued a contract and contacted **Eische** who used her favor from **Arrah** to scry out a Witcher for the job, to Eische's pleasant surprise it turns her long-lost twin brother **Adalwulf** who had become a Witcher. **Eische** assisted Adalwulf with his investigation and eventual extermination of the Bruxa named Vaxemi who was in a relationship with the Viscount.

## Eische practices armored casting in secret (1261)

After helping **Adalwulf** slay **Vaxemi**, **Eische** begins practicing her casting while wearing armor, making it easier for her to protect herself with armor while casting.

## Saving Razan of Cintra (1266)

A witcher of the School of the Bear, **Razan of Cintra** is brought before the court under suspicion of spying. During his time in his cell mumbling to himself, **Eische** overhears him mention Adalwulf. **Eische** uses her magic on **Razan** to clear him of his charges effectively saving him from execution, Eische seeks a private audience with the witcher asking him details and stories about his fellow witcher **Adalwulf of Aedirn**.

## First Northern War (1262 - 1263)

During the events of the First Northern War, **Eische** was serving in the Vicovarian court, so she knew about the events of Sodden Hill but had no direct relation to it.

## Second Northern War (1267 - 1268)

**Eische** was still serving in the Vicovaro court during the events of The Second Northern War but was starting to get worried for the safety of her brother and sister. She started to make plans to insure their safety in the coming war.

## Third Northern War (1271 - 1272)

During the Third Northern War, her preparation for taking in her siblings were discovered by her political enemies and the information was presented to the Emperor under the pretense of her siblings serving as spies from the North, rather than being taken and tortured about the accusation, **Eische** decides to defect to seek out her brother. She disguises herself and makes the journey north to find **Arrah** who crafts a tracking charm that leads them to **Adalwulf**. **Eische** doesn't keep her connection to **Adalwulf** a secret this time and reintroduces him to **Arrah**. The two mages join up with the Witcher's party for a few contracts until fearing for their safety in the magic-phobic Redania, **Adalwulf** sends them to his estate in the former lands of Aedirn, where they laid low until the end of the war being taken care of by the property staff who came to enjoy the sorceress' company, his sisters run the business operated at the estate and make a fortune while laying low.

## Eische discovers a place of Power near Thornwood Manor (1283)

While in hiding at Thornwood Manor, during one of her daily walks Eische stumbles upon a Place of Power tied to Water. She attunes to the Place of Power.

## Eische befriends a knight (1296)

Eische and Arrah have a mysterious guest to the Manor, a knight named **Sidrind Of**

**Vengerberg**, he and his cohorts becomes good friends with Eishe.

## Eishe moves back to the capital city of Vicovaro and joins the School of the Fox (1300)

In the year 1300 **Eishe** as well as her twin brother the Witcher **Adalwulf of Aedirn** as well as her younger sister **Arrah of Verden** made the journey to Vicovaro after **Adalwulf** received an invitation from other former School of the Wolf Witchers and within a year Eishe's brother was appointed as the Grandmaster of the **School of the Fox**, after **Eishe** and **Arrah** made many improvements to the Witchers Trials, as well as presenting research/notes from other schools. **Eishe** was brought back to court where she received a pardon from the Emperor and served as an intermediary to the **School of the Fox** in the Vicovarian court. After linking a portal to Murov Byline, Eishe buys herself a home in the capital city of Vicovaro and establishes herself not only to the Ducal Court but also to the people. The Vicovarian people slowly opened up to **Eishe** as she helped them with their woes. **Eishe** knows will always be welcome there, and they will even offer shelter and food should she need it.

## Eishe enrolls Adalwulf in Gweison Haul for a proper course in magic (1308-1328)

Under the urging of Eishe, Adalwulf enrolls in Gweison Haul to learn to cast 'proper magic'. Eishe told Adalwulf that he would be attending the academy for twenty years, she made sure he received permission to use a Megascop to continue to lead his school from his room at Gweison Haul, she also made sure he was not apprenticed to another mage after Eishe's own bad experience with the apprenticeship program. Eishe made sure to let the teachers and the Mage Hunters know the consequences of mishandling her brother, both from the School of the Fox, from the Court of Vicovaro and to an extent the government of the Nilfgaardian Empire.

Eishe and Arrah journeyed to Gweison Haul for Adalwulf's graduation and to escort him home. The siblings stopped at a tavern in Vicovaro to celebrate their reunion before they continued on their way.

## Eishe gains a small financial windfall and suffers a bit (1312)

Eishe does a great service to the Vicovaro Ducal Court, as such she is owed some money which she decides to claim later. Eishe overdraws from a Place of Power near Burov Myline, she now finds it harder to draw from Place of Power.

## Eishe befriends a scholar (1327)

Eishe befriends a Vicovarian Scholar after she saves them from an accident, they are socially powerful and consider Eishe a good friend.

## Eishe studies the Encyclopedia Arcana (1335)

Eishe dove deep into the laws of Chaos, its evolution, and its uses.

## Eishe become a Magical Biologist (1342-1348)

**Eishe** spends four years studying the inherent magic of monsters like Leshen and Fiends. She learns how to cast the Imbue Trophy Ritual. A service she offers to the Witchers of the Fox School and those that visit.

## Haak Invasion of the Northern Kingdoms (1350)

When **Eishe** heard about her brother's decision to go fight off the Haaki invasion she tried to go with him, but was talked into staying at **Burov Myline**, to oversee the next generation of Witchers' development alongside her sister. **Eishe** was overjoyed when her brother returned from the invasion in one piece.

## Eishe has a vision of the future (1353)

Eishe through a vision conveyed through symbols and metaphors foresees the Second Conjunction of the Spheres will happen in five years. Adalwulf of Aedirn shares this news with the other Witcher Schools as well as trying to tell the Kingdoms of Man, some take the

vision seriously, others laugh him off.

## Second Conjunction of the Spheres (1358)

TBA

## Death

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TBA

## Relationships

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TBA

## Friends

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- **Elves- Aen Seidhe**
  - **Fopha Brickevrerg** (Aen Seidhe) [Mage]
  - Glynnis var Treharne (Aen Seidhe) [Mage]
  - Omdal (Aen Seidhe) [Bard]
- **Humans**
  - **lose** (Human) [Noble]
  - Lonnike (Human) [Bounty hunter]
  - Raldages Aep Menwim (Human) [Viscount]
  - Saikon (Human) [Priestess of the Great Sun]
  - Sidrind Of Vengerberg (Human) [Knight]
  - Unnamed Vicovarian Scholar (Human) [Scholar]
  - Zeryun (Human)
- **Human Mages**
  - ~~Certhiva Aep Gledhir (Human) [Mage]~~
  - **Fringilla Vigo** (Human) [Mage]
  - Jaffald Aep Lylluhm (Human) [Mage]
  - Marvos of Verden (Human) [Mage]
  - Mevre of Kovir (Human) [Mage]
  - **Xarthisius** (Human) [Mage/Astrologist]
- **Witchers- School of the Bear**
  - **Razan of Cintra** (Witcher)

## Known enemies

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- **Mages**
  - Lulbri Aep Brynord (Human) [Mage]

## Relatives

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- ~~Ralluaid Ulverson of Hearton (Father) (Human) [Peasant] (Deceased, died because of the effects of a curse)~~
- ~~Ugga Ulverson of Hearton (Mother) (Human) [Peasant] (Deceased)~~
  - ~~**Taecka** (Older sister) (Human) [Peasant] (Deceased)~~
    - **Cornall** (Bloodrelative nephew) (Human) [**Doctor**]
    - **Aedha** (Bloodrelative grand niece) (Human) [**Doctor**]
  - ~~**Tipha** (Bloodrelative niece) (Human) [Peasant] (Deceased)~~
  - ~~**Steeast** (Bloodrelative nephew) (Human) [Peasant] (Deceased)~~
    - **Farah** (Bloodrelative grand niece) (Human) [Peasant]
- ~~Dheiphi (Older sister) (Human) [Peasant] (Deceased)~~
  - ~~**Iskan** (Bloodrelative nephew) (Human) [Peasant] (Deceased)~~



- ~~Valath (Bloodrelative grand niece) (Human) [Peasant] (Deceased)~~
  - Lelas (Bloodrelative great grand niece) (Human) [Merchant]
  - Liodda (Bloodrelative great grand niece) (Human) [Priestess of Melitele]
- ~~Daskel (Older brother) (Human) [Bard] (Deceased)~~
  - Cenhu (Bloodrelative nephew) (Human) [Bard]
  - Naeda of Verden (Bloodrelative grand niece) (Human) [Bard]
- Adalwulf of Aedirn (Fraternal twin brother) [Witcher] (Demi-immortal)
- ~~Oki (Younger sister) (Human) [Peasant] (Deceased)~~
  - ~~Stebik (Bloodrelative nephew) [Peasant] (Deceased)~~
  - ~~Duva (Bloodrelative grand niece) [Peasant] (Deceased)~~
    - Eoltan of Aedirn (Bloodrelative great grand nephew) [Man at Arms]
- Arrah of Verden (Younger sister) [Mage] (Demi-immortal)

## Pets

- Garm [The name Eiske gave to the Crystal Skull and the dog it forms into]
- Aravae [Cat originally, became a Cat Sith Familiar thanks to Eiske's magic]

## Personality and traits

*"I heard tale of a mysterious witcher that came through the courts of Vicovaro a few years ago that peaked my interest, I hear you two know each other, tell me what do you know about Adalwulf of Aedirn, Razan of Cintra?"*

—Eiske "The Lady of Steel" to Razan of Cintra

Characterized by her secretive personality, **Eiske** was disciplined and unemphatic in the face of emotional matters during court proceedings, but would show manners in situations which required them. Believing in the good of the Empire up until her falling out with them, following that her thought focused on the well-being of her brother.

She was well known in court for speaking frankly with strangers until given a reason not to, this led to her being disliked by politicians but putting her in favor with the duchess. She was also exceedingly talented at keeping secrets and institutionally discerning when to talk and to who. Exceptionally loyal and close to her colleagues in her own way. Rational at most times and dangerous when her anger was sparked. She had an obsessive streak about her twin brother **Adalwulf** who she was separated from during their childhood, almost finding it too hard to contain herself when first hearing news about him, or during her reunion with him when he didn't remember her.

She earned the moniker "The Lady of Steel" through her use of an iron staff, her hard, cold demeanor and her unbending will which was rare among graduates of the Imperial Magic Academy. It was never officially confirmed but one person who crossed Eiske was later found beat half to death by what looks like a staff.

Standing 5' 7" tall, this pale skinned woman has a cold-hearted feel about her. She has piercing gray eyes and long, loose dark brown hair. She looks to be in her late teens but is much older than she appears.

Because of her time in The Imperial Magic Academy she wears rather utilitarian clothing for a mage, believing more in utility than extravagance. Later when reunited with her brother and sister (the latter of which helped changed her style) she has changed her clothing style to be more elegant and revealing as most Aretuza trained sorceresses were known for doing.

# Religious beliefs

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**Eishe**, because of her time in Gweison Haul until rather recently **Eishe** viewed the Emperor of Nilfgaard as the living incarnation of the Great Sun. Following her return to Vicovaro, she on the surface has resumed her worship of the Great Sun but is currently an atheist choosing to believe in science and magic. She was at one time at odds with members of the Church of the Great Sun but later becomes friends with some of its members.

## Abilities

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- Magic
  - Gesture Casting: The ability to cast mystical/supernatural phenomena through hand gestures/seals/signs.
  - Incantation: The ability to use magic by using magic words from a certain language, in most cases Elder Speech.
    - Magecraft
      - Aether Elemental Magic
        - **Glamour** - A Ether based spell that allows the caster to cast an illusion around themselves that makes you look stunning. This spell originated from Fey magic.
        - **Summon Staff** - A Ether based spell that allows the caster to dematerialize their staff and transport it to a place they have been within the last day. They can cast the spell again to summon the staff back to them.
        - **Telepathy** - A Ether based spell that allows the caster to communicate telepathically with one subject for the duration of the spell. Telepathy has the additional effect of crossing language barriers.
      - Earth Elemental Magic
        - **Talfryn's Prison** - A Earth based spell that binds a target in roots. Named after the treacherous knight Talfryn of Nazair.
      - Water Elemental Magic
        - **Essence of Potion** - A Water based spell that turns a single dose of any decoction, potion or elixir that has not yet been affected by this spell and magically transfers some of its properties into a unit of Essence of Water, transforming it into a copy of that item.
      - Ice Para-Planar Magic
        - Ice Magic- Carys' Hail
      - Hexes
        - Luck Hexing- The Devil's Luck
      - Rituals
        - Divination Ritual-Oneiromancy
        - Healing Ritual- Ritual of Life
        - Magic Summoning- Create Crystal Skull
  - **Source**: As a Source, **Eishe** is capable of channeling strong amounts of Chaos through her body, making her capable of incredible magic beyond a normal mage's level, she learned to temper and focus this while at Gweison Haul Magic Academy.
  - Staffmanship
  - Alchemy
    - Mutagenic Alchemy

## Equipment

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- **Iron Mage's Staff:** A large iron staff with a fifth essence core. Eishe's main non-magical means of defending herself while on the run as well as her magic focus item, she has the ability to summon and store her staff via magic.
- **Belt Pouch:** Eishe's main way of carrying her small possessions.
- **(When not in use) Crystal Dog Skull.**
- **Makeup Kit:** Acquired just before finding her brother again. She wore makeup applied by a female member of court for the first time during their meeting. Following her escape from the Nilfgaardian Empire, Eishe used it to disguise her appearance along with glamour to help avoid capture by Nilfgaardian agents.
- **Journal:** Eishe keeps a journal. Where she shares personal thoughts and feelings, as well as her plans and goals.

## The Witcher TRPG Stats

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### Current campaign

Stats: INT= 10, REF= 5, DEX= 6, BODY= 8, SPD= 6, EMP= 10, CRA= 8, WILL= 10, LUCK= 11, Vigor= 5

Abilities: Magical Training (2)

Skills: Education +7, Social Etiquette +7, Staff/Spear +7, Disguise +1, Grooming and Style +7, Human Perception +7, Seduction +7, Crafting +1, Hex Weaving +8, Spell Casting +7, Resist Magic +8, Ritual Crafting +7.

Spells: Carys' Hail, Essence of Potion, Glamour, Summon Staff, Talfryn's Prison, and Telepathy.

Hexes: The Devil's Luck

Rituals: Create Crystal Skull, Oneiromancy, Ritual of Life

### Present

Stats: INT= 10, REF= 5, DEX= 6, BODY= 8, SPD= 6, EMP= 10, CRA= 8, WILL= 10, LUCK= 11, Vigor= 5

Abilities: Magical Training (4)

Skills: Education +7, Social Etiquette +7, Staff/Spear +7, Disguise +1, Grooming and Style +7, Human Perception +7, Seduction +7, Crafting +1, Hex Weaving +8, Spell Casting +7, Resist Magic +8, Ritual Crafting +7.

Spells: Carys' Hail, Essence of Potion, Glamour, Summon Staff, Talfryn's Prison, and Telepathy.

Hexes: The Devil's Luck

Rituals: Create Crystal Skull, Imbue Trophy, Oneiromancy, Ritual of Life

## Trivia

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- **Eishe** has a obsession with her twin brother **Adalwulf**, this later gets tempered as he spends time with her, but the two are very close but in a sibling way.
- **Eishe** still views Arrah as her little sister as such she wants to protect and nurture her, she is supportive of Arrah's life choices and hobbies.
- **Eishe** has researched various magical and scientific studies such as divantion via oneiromancy, as well as Witcher mutations and the trials that created them in an attempt to fix certain disadvantages of the Witcher making process. Like Yennefer of Vengerburg, Eishe is also looking for a solution to the sorceress sterility tradeoff that some schools seem to enforce.
- **Eishe** is an NPC created in the Witcher TRPG for **Adalwulf of Aedirn's** campaign.

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